IronWatch

Issue 30

Contributors

Aaron Leahy — "Sardonic Wolf"
Aaron Magno — "sewersaint"
Adam Morrow
Alex Visentin — "reVenAnt"
Alistair Moore — "platemail"
Andrew Evans
Andre Kritzinger
Andy Beckett — "Needles"
"Arcaneshield"
Austin Peasley — "darkPrince010"
"Azazelx"
Bil — "Orcsbain"
Blake Earle
Boris Samec — "Thane Bobo"
C.A. Monteath-Carr — "Owesome"
Cedric Boudoya — "Boston Miniatures"
Chris Cousen — "Mister C"
Chris Livingstone — "stlwarrior"
Chris Schlumpberger — "Darkover"
Christopher Verspeak
Claudia Zuminich
"Cornonthecob"
Craig Johnson — "Spooney85"
Daniel — "Darklord"
Daniel King
Davyd Nash
Doug Newton-Walters — "Hellebore"
"Dusty"
E. McIlraith — "Crow"
Gareth Humphreys
Geoff Burbidge
Gerry Lee
Grant Mahoney
Giuseppe Aquino — "Walac"
Guido Quaranta
Ian Powell
"imm0rtal reaper"
Jack Evans — "ManticfanboyLAD"
James Hewitt
Jason Flint — "Weedy Elf"
Jason Moorman
Joe Ketterer
John Hoyland — "katzbalger"
Jonathan Faulkes
Jonathan Hicks — "jontheman"
Jonathan Peace
Jonathan Peletis
Jose Manuel Chasco Gonzalez
Josselin Amoravain — "Joss"
JP Peletis
Keith Mullumby
Kenny Moncrieff
"left64"
Leon Lynn
"Maccwar"
Malcolm Blackwell
Marcel Popik — "marseall"
Mark Relf
Mart Hooiveld — "MArtyDagger"
Mark Smith — "scarletsquig"
Martin Geibner — "Summoning"
Matt — "Dustcrusher"
Matt Gilbert — "mattjgilbert"
Matthäus Mieczkowski — "Max Jet"
Matt I. — "JoV"
Maxwell McDougall — "Lord Marcus"
Michael Carter — "puggimer"
Michael DeFranco —"MDSW"
"Nathan"
Neil Dixon
Neil Jones
Nick Williams — "Daedle"
Nicodemus Sandberg — "Karadram"
"OnePageAnon"
"Panda"
Paul Mitchell
Paul Mullis — "Osbad"
Paul Scott
Pete Kijek — "Pathfinder Pete McF"
Peter Bogdasarian
Richard Rimington
Rob Allen — "Briohmar"
Rob Burnam
Rob Taylor
"Rogue General Hunter"
Ryan Shaw — "The Dire Troll"
Sharad Vora
Shane Baker — "Shaneimus"
"Skolo"
"Sneaky Chris"
Steicy Jourdan
Stuart Smith — "Merlin"
"Sukura636"
Tristan Coulson — "TSNC"
Vincent Pascaud
Wes Shipley

ABYSSAL TIDINGS

A Message from the Editor

Welcome back to another thrilling issue of the IRONWATCH fan magazine!

Last month we asked you to please flood us with material, and you have indeed! We have a whole bundle of awesome stuff ready to stick into Issue 31 already, but we're still thirsty for more. Our goal is to consistently have enough material to make two issues, which will allow us to start working on the next issue well in advance and incrementally start increasing the size of the magazine.

So hit us with everything you've got! Warpath is still out there, and we'd love to see batreps or scenarios for it; Give us all the fluff and stories you have for Deadzone, Kings of War, and Mars Attacks; Let us know how your Strike Teams in Deadzone and delving parties in Dwarf King's Hold or Dungeon Saga are doing. IRONWATCH can always use more material. (Photos too!)

So, whether you're a first-time reader or a longtime veteran, thanks for reading, and Welcome to the Watch!

-Austin

Cover art by Boris Samec
Title art by Mark Smith

Please note that, while we here at **Ironwatch** *attempt to deliver you the best products and ideas we can, we cannot guarantee the balance of any scenarios or special rules presented herein. If you find any errors, grammar mistakes, or rule imbalances, please contact us on the Mantic Forums (Look for the discussion labeled "Ironwatch Issue X Feedback") and let us know what we could do to improve your fan-produced magazine. If you are interested in writing, illustrating, or editing for our magazine, please let us know on the feedback discussion as well so you can get in on the action!*

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The Iron Forge

Welcome back to the Iron Forge.

We're proud to announce two newcomers to the Iron Forge team: Marcel Popik and Paul Shorten! Keep an eye out for their amazing work both in this issue as well as issues to come.

On display this month for you we have:

- A fantastic set of Deadzone Rebs by Adam Morrow: Perfect for jungle guerrilla warfare!
- Boston Miniatures and their set of amazing Stealth Martians from Mars Attacks!
- Marcel Popik introduces us to some of the Civilian Survivors of Greenville from Mars Attacks
- We have a magnificent General Tor from Mars Attacks by Matt Gilbert

Keep tuned in next month for more fantastic models, and if you have some painted Mantic minis you'd like featured to possibly become an Iron Forge artist, please email high resolution photos of your miniatures to ironwatchmagazine.@gmail.com. Please include your name and/or Mantic forum name. You can also provide descriptions of your paint jobs and titles if you'd like!

Undead Standard Bearer by Paul Scott

Dreadball MVP Starkiron Tony by Darren Lysenko

Adam Morrow

Figured I would use this month to show my Rebs that I've painted as I've been a bit busy with commission work. I struggled at first to figure out how to paint the faction, but ended up going with a nice orange-yellow, and blue for lights to tie them all together.

The first I painted was my Terraton, and I ended up being very happy with him. My Sentry Drones I ended up not placing on their traditional stands, but instead on clear plastic flight stands for some other game that I cut to varying heights. I even cut one stand to have one of the drones banking down. The Sorak was really fun to paint, with his blue skin, and I feel like his blue contrasts really well with his orange-yellow shoulder pad. I'd very much like more Sorak models to exist for Rebs in the future. However, this is all for now, hope you enjoy!

ADAM MORROW

BOSTON MINIATURES

BOSTON MINIATURES

Marcel Popik

Marceł Popik

MATT GILBERT

Mantic Calendar

Marauder Dreadball Team by Wes Shipley

If you have Mantic-related events or tournaments you'd like to add, please PM Matt Gilbert or Austin Peasley on the forums or email us with your event's date, time, location, cost, a brief description, and a URL for more information.

Please note that this list is not exhaustive and indicates where Mantic games are being enjoyed, not necessarily where Mantic will be making an official appearance (Save for the Mantic HQ, of course!).

February

2/1-3/1 Pubhammer Deadzone Campaign
Begins on 2/1 & ends on 3/1.
Plays every Sunday.
6 Team leaders are needed to run a Deadzone campaign through January and February (Any Space Marine or 40k models would do). 1 campaign game + 1 optional friendly game every fortnight.
The Junction Hotel
413 Ipswich Road
Annerley QLD 4103, Australia

Mantic Calendar

Mars Attacks Martians by Leon Lynn

2/7 **Kings of Brisbane**
Begins at 3PM & ends at 10PM
$15 Paypal per person: nealbarton@hotmail.com in advance | $17 on the day
A 1,500pt Kings of War Tournament . 16 tickets will be sold on a first come first served basis.
Lavalla Centre
58 Fernburg Rd, Paddington
Queensland, 4064, Australia

2/13-2/16 **OrcCon**
$50 pre-registration | $60 at the door
Begins 2/13, 2 PM & ends 1/16, 7 PM
OrcCon is one of SoCal's larger gaming conventions. Dreadball and Deadzone tournaments will be held.
Hilton Los Angeles Airport
5711 W. Century Boulevard
Los Angeles, CA 90045, USA

2/21 **Clash of Kings (US) Regional Tournament**
$10 Entry cost
Begins at 7AM & ends at 5PM
Clash of Kings Regional Tournament. This will use the official Clash of Kings US 2015 rules. Registration is begins when the shop opens at 10:00 am. Winner will receive free admission to the Clash of Kings final at Adepticon!
The Hobby Shop
153 North Springboro Pike
Dayton, OH 45449, United States

2/27-3/1 **GottaCon**
C$50 pre-registration | C$60 at the door
Begins 2/27, 5 PM & ends 3/1, 6 PM
The first Annual Canadread Cup will be held for Dreadball.
Victoria Conference Centre
720 Douglas Street
Victoria, BC V8W, Canada

2/28-3/1 **Kings of War Andalucia Tournament**
There will be a Kings of War Tournament the first day, and Deadzone and Mars Attacks demonstrations the second day.
Alhaurin de la Torre
Malaga, Spain

Mantic Calendar

March

3/7 [Kings of War Demo Day]

Come by and learn how to play Kings of War
Pandorum Store
Calle entre torres, nº7, local 3
Talavera de la Reina (Toledo), Spain

3/14 [Warcon 27]

€5 per person
10 AM—5 PM
This annual wargames convention will feature demos for DreadBall, Deadzone, and Mars Attacks. Several crowdfunded game developers will be invited to the convention.
Dienstencentrum Gentbrugge
Braemkasteelstraat 29-45, 9050
Gentbrugge, Belgium

3/18-3/22 [Adepticon]

$50 per person
Begins 3/18, 5 PM & ends 3/22, 4 PM
Mantic is running tournaments and demos of Dreadball, Deadzone and Kings of War at this event.
Clash of Kings will be on 3/19 at 10AM & end at 7:30 PM
Renaissance Schaumburg Convention Center Hotel
1551 Thoreau Drive N.
Schaumburg, IL 60173, USA

April

4/17 [Kings of War at Ohiohammer-Con]

$15 per person.
Registration begins at 4 PM, and the first game begins at 5 PM.
This Kings of War tournament will consist of three rounds of 1500 point battles.
Ramada Toledo Conference Center
3536 Secor Road
Toledo, Ohio 43606, USA

Elven army by "Maccwar"

Q&A WITH CHRIS PALMER

Dwarf Lords by Jose Manuel Chasco Gonzalez

Organized by Matt Gilbert

The Mantic Q&A feature contains questions from the community via the forum, answered by Chris Palmer, Web and Events Coordinator at Mantic Games. If you want to ask a question, you can on the **Mantic Blog**.

Any chance of seeing a race or two in Kings of War (when the existing ones are fleshed out) that we don't usually see in similar games? Gnolls springs to mind, as no one does a game with large numbers of Gnolls, but we see Orcs and similar in every game.

What we really want to do with Kings of War is make a kind of fantasy sandpit. We want to create strong fantasy archetypes amid a rich backdrop that you can immediately dive into and identify with, something that familiar and fun – whether you're playing massive battles, specific scenarios or even dungeon crawling as is the case with Dungeon Saga! It wants to be accessible, and we think that Kings of War has a really simple learning curve.

This will only ever be fleshed out, and so once we're happy that we've nailed the archetype, then yeah, we can add additional races and stories to the background and create new miniatures based on it. Whether or not there are large numbers of them we're not sure, the simplest thing to do would maybe be a kind of Mercenary units based on different races and see how popular they are. We first introduced the Sphyr in Deadzone for example – now there's a whole DreadBall team of them because they proved popular. We're taking quite a big risk with the Forces of Nature in Kings of War, because for the first time there may be armies of Naiads, or less "mainstream" fantasy races.

Q&A WITH CHRIS PALMER

Can we expect some unexpected army lists in Kings of War 2nd edition rulebook? Like the good barbarians from North and Ophidians as mentioned by Ronnie some time ago?

Expect the unexpected! No, there won't be any additional army lists added to the book. We want to make sure the lists we have got are balanced, well-thought out and fun.

The centaur hero for the Kings of War kickstarter looked amazing. Any chance it will be made even though it didn't quite get funded? Are there plans to add Centaur troops/regiments with a similar design in the near future?

The Centaur Hero will be made. The concept we've used originally was for a unit, but we couldn't in all honesty put them into plastic because we were unsure of the volume. That means they'd need to be metal – which is both heavy, expensive and a touch unwieldy at that size of miniatures so we decided against it on the Kickstarter. Whether it hits retail we're not sure yet.

Will Mortibris (and perhaps other characters from Dungeon Saga) show up in the Kings of War 2nd edition rulebook? Both in the fluff and the rules.

At a top level, all of the heroes from dungeon saga provide a model for Kings of War. Mortibris is a great necromancer figure, and the paladin and cleric obviously fit in really well with the Basilean range for example. Ultimately Kings of War was never a game about heroes, so I'll be surprised if the heroes are included with their own living legend rules in the main rulebook. However we'd be very silly not to include the story of Dolgarth!

Kingdoms of Men Spear Phalanx by Andre Kritzinger

Q&A WITH CHRIS PALMER

Undead Revenants by Boris Samec

That being said, there is the Campaign Book – so you never know!

In the Author's note at the back of the print copy of The Bloodstone of Cerillion, Jonathan Peace mentions that he would like write another two books to make a Bloodstone of Cerillion trilogy. Any chance that he might be asked to write the other two books? I would like to read them.

Never say never, but it's not something we're talking about at the moment.

Would Mantic ever look at doing a "Tech Grab" game like Mars Attacks with the IP for Fallout (if they could get it). Factions could include the NCR, Followers, Brotherhood of Steel, Enclave, or even include Super Mutants, Ghouls and Legion. Could be some very pretty figures, and a new crowd of gamers.

We'd look at it, for sure. In fact recently we drew up a big list of licenses that we'd love to look at, and the kind of games that would go with them. Fallout was one of them, but not something we're pursuing!

Will Mantic be making replacement player rush tokens for Home/Away for DBX as currently they are opposite colors to the game board home/away?

For the third print run, yes we'll be fixing this error.

Are Crystallan and Ada-Lorena teams still being made in clear plastic? The wave 2 MVP's for those teams have been revealed to be normal grey plastic - tricky to match them paintwise, unless you paint over the clear?

Only the MVP's went into grey plastic, because there wasn't enough room on the shared Crystallan/Ada-lorena mold to have them. As per the pic in the latest update, the teams are still in see-through blue plastic!

Q&A WITH CHRIS PALMER

Can we have an official list of each team contents for DBX to use alongside mission control so we know all minis we are meant to receive (And link to it from Mission Control, so I only have to go to the one link (an info hub if you will) to find all the information someone requires)?

Sure, we can do that – great idea.

Any chance of the Stuntbot being converted from a full resin to a part resin, part plastic or full plastic kit?

Plastic requires a certain volume, and the reason the Strider went into plastic and the Stuntbot didn't is that it didn't achieve the volume it needed to make it viable – and it's unlikely too. It's a beautiful kit I think, and I think resin is a great material for it.

Are there any co-operations with other companies planned (like Miniatures Scenery or Dreamforge Games)?

Oh yes!

A train leaves Manchester for London, a journey of 330Km, at 12 noon. Another train, travelling half as fast, leaves London for Manchester at the same time. They pass each other at 2 p.m. What is each train's speed?

Hmm. Well if I take the height of Ronnie's face and multiple it by the number of times our accountants tell us "No!" then the answer is obviously cheese.▪

Elven Bolt Thrower overlooking a battle by "WeedyElf"

Humans in the Endless Keep

A Scenario for Dwarf Kings Hold

By Neil Dixon

In addition to great strategy and quick-to-learn rules, you can also weave a fantastic narrative as you play through the scenarios in Dwarf King's Hold. In the Dwarf King's Hold: Dead Rising, you can play through scenarios pitting the Undead against the Dwarfs.

Green Menace was the next release, a standalone game presenting an additional series of scenarios, and rules for the Elves and Orcs. Ancient Grudge is an expansion giving multiplayer experiences, and giving you points values for models so you could introduce your own war band.

Using the rules and tiles from all three games, the new scenario that follows fields a new race in the game: Humans, against the Undead.

Having forced entry into the Necromancer's Endless Keep, the party of humans lead by Soyot come under attack from all sides. Zombies enter from the graveyard above, and Wraiths slumber in the outer underground chambers. Navigating through perilous passageways, the humans must fight their way to the inner maze of the keep itself.

Undead token pool: 3

Human token pool: 4

Baleful gaze: 1

Undead Wraiths by "left64"

Humans*	Points	Movement	Dice	Armour	Special rules
Halberd	8	6	4	3	
Alchemist Tofolar	9	6	4	2	Heal, Unique
Soyot Anrep	16	6	5	4	Shield Bash, Tough, Unique
*Uses Dwarf action tokens					

	Result		
Damage table	**1**	**2**	**3**
Halberdier	Injured	Dead	Dead
Alchemist Tofolar	Injured	Dead	Dead
Soyot Anrep	Injured	Injured	Dead

The Humans win if any model escapes off the board at the point indicated by the arrow before the end of the game. The Undead win if all the Human models are defeated and destroyed in combat, or have not got a model off the board by the end of the game.

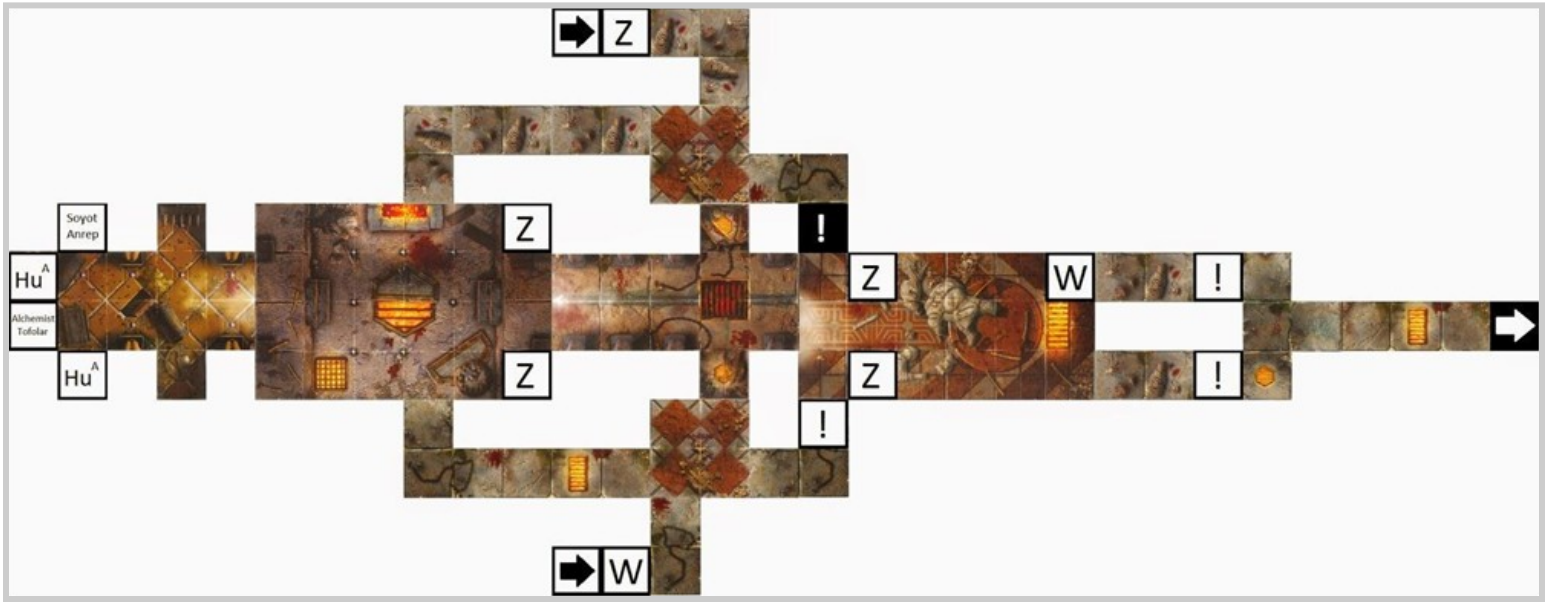
Key

- Soyot Anrep — Soyot Anrep
- Alchemist Tofolar — Alchemist Tofolar
- Hu^A — Human Halberd
- Z — Zombie
- W — Wraith
- Undead Waves Entry
- Human Exit
- ! — Weak Point
- ! — Weak Point (Starting tile for Cave In marker)

Special Rules:

Cave In

The markers with an exclamation point represent weak points in the passageways that could collapse and prevent the Humans from exiting. Use the Cave In special rule from page 14 of Dwarf King's Hold: Green Menace rulebook.



Undead Revenants by Marcel Popik

Undead Waves

Any Undead models which are destroyed can enter the board on the Necromancer's next turn from the points shown on the map. The Necromancer must play an action token on the model, which can move from the entry point and can attack as normal.

New Special Rule

Heal

Count as Regenerate, but action may be played on a model adjacent to the model with this ability, or the model itself.

Goblin Mawbeast Herder by Guiseppe Aquino

HAMFIST BORIN

By Michael DeFranco (MDSW)

5

This time, Grobar dispensed with the rope, as Bugger seemed to have no issue following closely. The orc seemed to have grown in just the past few days where he could no longer be considered a toddler. Bugger scampered about and would only dare a spurt of a few paces ahead of Grobar before he would pad back and follow along.

Grobar would point out some of the interesting things that he observed on their trek. A strange bug, dangerous plants, the best places to find food and where to lie for the night. When Grobar found a suitable location, they both quickly relaxed.

Grobar thought of the danger that, uh, Lord Bluenose, was it?... had mentioned. Were the state of the lands deteriorating around him and he did not realize? He had always prided himself in learning and knowing every condition and situation to its fullest. It had kept himself and many of his fellow Rangers out of trouble in the past. Was he getting old, or maybe just going soft in caring for this young orc, and missing what should be obvious?

However, he saw no signs indicating there was this turmoil in the lands. Maybe he was just simply too far out in the wildlands to pick this up. With another week of travel, they would be in Rogrim and he would be sure to get the

information he needed from a friendlier group of fellow dwarfs. He was not about to start making grand inquiries in Fabendale. Elves are not in the habit of answering anyone's questions – let alone a dwarf's.

Just as the small fire was beginning to die on this comfortable night, Grobar sat bolt upright just before it started. When the rattling wail began it immediately sent every hair on the back of Grobar's neck straight up. It was bone-chilling, and the cry permeated right through your soul to make Grobar wish he were anyplace besides right here. Bugger quickly moved to Grobar and clutched his shirt, although he kept his head up as if to try and catch a whiff of this strange beast with the other-world sound.

"Grubber, bad 'ding out 'dere," said Bugger quietly.

Grobar could not tell just how close it was, but it was still away from them. The shrieking wail seemed to carry through the forest and even the trees seemed to shudder from the sound. The terrible shriek would grow and quiet to an unnerving moan and seemed to come from all directions at once. It was impossible to tell from the exact direction that it came from.

This night could not end soon enough for the both of them. When the shrieking finally died down, Grobar could not tell whether the terrible banshee had simply stopped for an unknown reason or had moved off into another direction. Grobar knew when the banshees would wail and scream that death was not far off.

The two unlikely characters continued on towards Rogrim. Grobar's thoughts lie only in getting to Rogrim and delivering the parchment and getting back to his home in the far southeast corner of the small county of Udaheld. If there were indeed the denizens of the undead prowling the north, then it would not be wise to continue traipsing about. Maybe this parchment from the Lord of Rowyn provided some sort of answer.

Even Bugger seemed uneasy, but always managed a toothy smile when Grobar spoke to him. They talked softly as they moved onward through the forest and brush. Bugger's words and speaking were coming along and already he had grown past Grobar's hip, mid-way up his chest. "By thunder, you orcs grow fast," said Grobar at last trying to make a light joke.

As they approached the deep ravines of the orc wild country, Grobar knew the best idea was to stay in the thick of the brush and trees. If they should happen to come across a band of orcs, Grobar had no idea how Bugger would react. He could not bear himself having to fight orcs in

Orc Axes by Jonathan Faulkes

front of Bugger and with a steely resolve pushed the thought from his mind. After all, he knew he and Bugger would not be together forever and any resolution he played out in his mind ended badly.

Grobar thought about the last few moments again with his father as they skirted along the edge of a long, deep canyon ravine. He also recalled when he had received the news while out on Ranger patrol many years ago about the death of his mother. What had he ever cared about? What had he given? Is he giving now and caring for this small defenseless orc? No doubt if it was not now it would be soon that Bugger could fend for himself, although he is still so small.

"I think I know what you had been trying to tell me," said Grobar softly to himself as he watched Bugger run up a pace or two and turn around to quickly smile as if to say, "It's safe to go through here!"

At first it was the large cloud of dust that caught Grobar's attention. Bugger was busy sniffing a large bug with wings and was watching it fly away when Grobar motioned for Bugger to get low in the brush. Grobar peered out across the canyon and saw a great expanse reach out and flow down to his right. Moving across the land heading south was more orcs than he could count.

"It's a mass orc movement – are they moving to war?" mumbled Grobar. No, this was not only orc warriors, but all manner of orcs; small, old, possibly females, all kinds. It appears that they were moving out of the north wildlands and something was driving them south.

Dwarf Hero by Jose Manuel Chasco Gonzalez

Grobar looked over to Bugger and saw him intently watching the orcs move past in the distance. He made no move to break cover and even if he did, Bugger would have no way to cross the deep ravine that separated them. The stayed for another few moments and when Grobar realized he was watching Bugger's reaction to watching the orcs than he himself was actually watching the orcs, Grobar decided it was time to keep going.

He motioned Bugger to follow him back through the brush out of sight of the moving orcs. He did not know what would happen if some orcs

Abyssal Dwarf by Boris Samec

did catch a glimpse of this unlikely duo across the ravine, but he did not want to find out.

The two of them continued northwest towards Rogrim, which was still a number of days away. It was now during this time for all his years of moving about the country that he had wished for dwarfs to have picked up the use of horses. Of course they made movement easier and faster, but that meant staying to the main roads which actually made for a further trip. Travelling through the country and the trees felt natural and the way it was supposed to be. Besides, Grobar felt the same way about horses as most dwarfs did – smelly, stubborn beasts and they brought a dwarf too far off of the ground. A dwarf was born of this earth and was meant to stay firmly planted to it.

Grobar was thankful for the next number of miles that he and Bugger moved without speaking. He was unsure how Bugger would reflect on seeing orcs and thought they should discuss it when Bugger was ready.

After having just stopped for a few small items to eat, they heard the voices carrying through the trees and brush. He quickly brought up his hand for Bugger to stop and Grobar craned his head to one side to listen where the voices were coming from. He motioned Bugger to follow him over to his left and they crept to a thick bush at the base of a large tree and peered through.

Grobar saw two dwarfs around a makeshift stone ring where it appeared the smaller of the two was beginning to build a small fire. The larger was seated on a stone. Grobar could not quite tell what kind of dwarfs these were, as they appeared dark and devilish to him. They spoke in an odd language that Grobar was able to only pick up every few words.

“Rogrim” and “Caltorn” and “Death” and “Orcs” were a few of the words. These were foul dwarfs indeed and could only be the wretched dark dwarfs from the far north. They had no business this far south, let alone speaking of Rogrim. It was after a hearty laugh from the two when the largest of the pair quickly stopped and spat into the dirt with seeming disgust and hatred is when Bugger gave out a small growl.

The smaller of the two dwarfs was still standing and quickly picked up his axe and charged for the bush. No hiding now thought Grobar and he clenched Bold and Rock and burst forth out of the brush charging and yelling.

Orc Krudger on Slasher by Darren Lysenko

The dark dwarf stopped just before Grobar, looked him square in the eye and let a snarled grin spread on his lips. He then swung his axe in a right arc aimed at taking Grobar's head off at his shoulders. Quickly, Rock came up and the shafts of hammer and axe smashed together. Grobar gave a small push downward and locked the heads to the weapons together. The superior weight of the hammer in Grobar's strong hands made it easy to then rip the axe from the surprised dwarf's hand.

Bold swung low and smashed clean through the left tibia in a splintering sound that made the dark dwarf topple. On the way down, Rock gave a downward swing that caved in the helmet of the dwarf's right side and left him dead before he hit the dirt.

By now the big dwarf was up. Grobar could not tell until now just how big this dwarf was. He noticed his hands made even Grobar's thick ham fists looks like a child's. Was this really a dwarf or just a massively-muscled short man? The thick, black beard could not hide the unmistakable dwarven features and the dark face still held the evil look of the dark north and far removed brethren he had heard of. The large dwarf moved towards Grobar with a large, two-handed hammer of his own. He looked at Grobar and spat at him just before unleashing his own snarled smile.

"We have been looking for you," said the giant dwarf in a guttural accent. "You should have arrived in Rogrim days ago and we thought you may have gotten side-tracked. So we come looking for you… You have something we want," growled the dark giant.

Dark dwarf thieves trying to steal the gold he received for this parchment delivery or the was the parchment itself, it made no matter. This fellow did not look like he would let Grobar live if he handed over either, so Grobar growled in his lowest voice the only response he could

think of.

“Come and get it...”

The huge dwarf swung the long hammer around his head like a whirling blade. Grobar knew there was no chance of blocking this behemoth hammer from crushing whatever it came into contact with. He leapt to the side as the hammer came crashing down in an effort aimed at demolishing Grobar in one swing. As Grobar rolled back to his feet he thought he would catch the large dwarf pulling his hammer up from the ground and could connect with Bold or Rock before the dark dwarf could regain his weapon proper, but he saw the mammoth ready to swing again.

The swing came around in a large looping swing that Grobar could neither duck to avoid or jump out of the way, so he did what he was taught to do when fighting an opponent with a long weapon; get in closer. So he fell toward the giant. The swing of the hammer still continued, but instead of being hit by the heavy business end, he was knocked away to his right by the huge dwarf’s swinging arms. Grobar hit the dirt and was actually afraid for the first time in his life. He was afraid he would turn over to see this strong warrior poised before him once again.

Grobar did quickly roll over and was only able to half-way sit up when the dwarven monster was right in front of him with his hammer raised high above his head with both hands. A terrible grin was cracking his black-bearded face. As the hammer stopped its final ascent above his head, ready to start its downward trajectory, the giant’s mouth opened and blood spewed forth.

It showered out of his mouth and covered Grobar in a thick, foul smelling shroud that he surely knew meant the end and was some terrible, final insult the giant gave to his enemies before death. Was he to merely be raised again as a dark dwarf or worse, a resident of the dead? With the hammer still raised high above his head, the huge dwarf dropped to his knees with the spray of blood still forcing its way out of his dark face and fell over on top of him – the smaller dark dwarf’s disarmed axe buried up to its hilt between the shoulder blades of the beast and Bugger directly behind, panting heavily.

To be continued…▪

Dwarven Ironclad by “Dusty”

The Trouble at Gawick upon Tibble

A Kings of War Scenario

By Stuart Smith (aka "Merlin")

Well now that the Xmas holidays are past it is time for good gaming chum Mister C. and myself to plan a nice game of Kings of War. Here is what I planned as part 1 of what will hopefully turn out to be a group of linked scenario's.

For as long as anyone can remember there have been human towns and villages dotted all around the Elven Forests of Galahir. One such settlement is the small town of Gawick upon Tibble.

The Humans of Gawick upon Tibble have felt safe, sheltered by their elven allies for many a peaceful year. Recently though the Elves have built a large watchtower just outside of Gawick and many folk have started muttering about elven interference, how the elves have probably used the humans as a buffer between themselves and the Orcish tribes of the Ardovikian Plain. Many humans resent these

Elven army defending a breached castle wall by "SneakyChris"

Elf Lord on Dragon by Paul Mullis

Elven watchtowers that are springing up along the border of the forest, they bring the interfering elves all too close to the humans. Bluntly put, the good folk of Gawick upon Tibble are a bit fed up with their so called allies, the elves!

Orcs! The watch man at Gawick sounded the alarm and the local militia hurriedly gathered by the bridge. Across the river the small elven guard assembled as hordes of orcs sped across the plains. It was Goreax, the mighty Orc Warlord come raiding again. But the Orcs were not heading for Gawick, they were aiming straight at the elven Watchtower. The elves were a flurry of anxious activity, sounding their horns and preparing for the assault.

Rolph, an old war veteran was in charge of the Gawick Militia. As he gathered his forces by the bridge Rolph paused, did they help the elves or the orcs?

The Battle

Rolph (Who has Crushing Strength (1) and is Very Inspiring to all humans) and his militia units (detailed below) deploy on the Gawick side of the river within 6" of the bridge. To decide whose side they take, roll 1d6 at the start of each turn:

Unit	Sp	Me	Ra	De	At	Ne
Rolph	5	3+	-	5+	3	10/12
Militia X20	5	5+	-	3+	10	11/14
Bow men X10	5	5+	5+	3+	10	10/12

Turn 1:

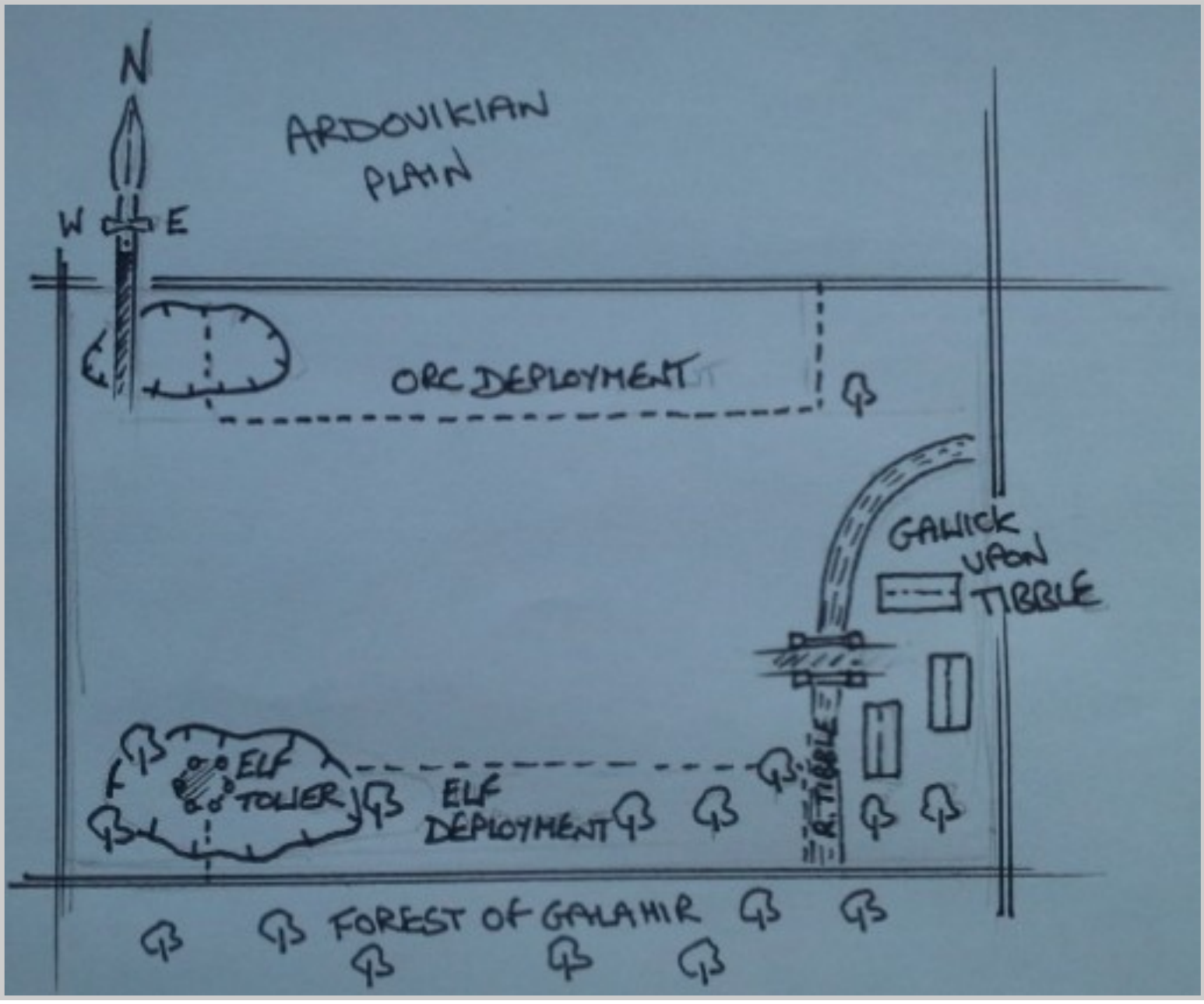
Die Roll	Result
1	Humans aid the Orcs
2-5	Stay Put
6	Humans aid the Elves

Turn 2:

Die Roll	Result
1-2	Humans aid the Orcs
3-4	Stay Put
5-6	Humans aid the Elves

Turn 3:

Die Roll	Result
1-3	Humans aid the Orcs
4-6	Humans aid the Elves



The Orcs:

The Orcish Horde is 1600 points strong and led by Goreax. Their aim is to destroy the Elven Watchtower and carry on rampaging into the forest, departing the table edge through the Elf deployment zone west of the river. To help them achieve this aim the orcs are equipped with 1xd3 Firepots and a Battering Ram. This equipment may be divided between characters and units as the orc player wishes. (see p.66 of the rulebook). Place a small token next to the unit to depict the equipment

The Orcs all deploy within 12” of the northern table edge

The Elves

The Elves also have 1600 points but not everything is deployed on the table at the start of the game. One character (not the army general), a bolt thrower (on top of the tower), a unit of 20 spear and a unit of 10 scouts are deployed within 6” of the tower. These Elves deploy defensively and have sounded the alarm.

For each of the elves first two turns, throw a dice for each other unit in their force. On a 4+ that unit may deploy that turn up to 6” in on the elven side of the river, the southern table edge. This counts as their first move.

On turn 3, any elves not yet deployed will arrive, again up to 6" in on their side of the river, this counts as their first move. Thus any elves that arrive on board on any turn may fire, but at a penalty for moving.

The elves are here to prevent the Orcs from destroying the watchtower or entering the forest.

The Watchtower

Unit	Sp	Me	Ra	De	At	Ne
The Watchtower	-	-	-	8+	-	16/20

See main rulebook page 62-63 for additional rules for the Watchtower.

Victory

The Orcs win if they (not any human allies) destroy the watchtower and get at least one unit into the forest.

The Elves win if they prevent the watchtower from being destroyed and stop any Orcs getting into the forest.

Characters

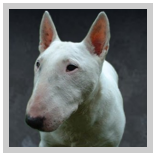
If playing the scenario as part of a campaign, for each character figure that becomes a casualty roll 1d6:

Die Roll	Result
1-2	No serious wounds: May take full part next game.
3-4	Serious wound: Lose -1 to your Sp, Me, Att, De and Nerve values in the next battle.
5-6	Killed (Or Captured: This can only happen in Melee)

So, how did the game go? Mister C. has done a write up that will show up in a future issue of the Ironwatch.

Look who is coming!▪

The Zz'or Kingdom



By Daniel "Darklord" King

When I saw the Zz'or from Dreadball I knew I wanted an army of them for Kings of War, but there weren't really enough models yet. However, the bugs from Mars Attacks solved this.

I did a lot conversion work adding additional claws etc. using green stuff, and also bent the restic on the majority of models. They are sprayed with iridescent paint (It changes colour depending on the angle and intensity of light). One of my favourite additions is a liberal coating of slime dripping from maws and claws and such! Of course there is no Zz'or list for Kings of War so I proxied them as Elves (Fast, mobile and hard hitting).

To his Royal Majesty, Elanaro Molnara, King of the Elves, ruler of the Southern Kin, Master of the Deserts.

***I, Gladurious Nafita**, your humble servant, send this missive with important tidings from the recent armed expedition to the area South of the Mouth of Leith. I have sent several copies by Caderi messenger birds in hope that at least one of them escapes the clutches of our enemies. I shall endeavour to return in person with the remnant of your army.*

The Bugs your majesty, they are real...

As we approached the area we picked up additional rumours from our Elven kin desert traders; they confirmed the tales we had heard. An intense bright light was seen in the night sky, along with a howling noise that only got louder the closer it got. It crashed into Mantica in the mountainous desert region. We journeyed to

The basic Zz'or Drone use the Sylvan Kin statlines

The Zz'or Behemoths use the Forest Shambler statline

the area and on approach it seemed to be some sort of huge ruined city, that had somehow fallen from the sky. Before we could get to close though our armed column was furiously attacked by these strange beings; They were varied and frighteningly fast and strong. I shall describe what I saw to you.

First we saw smaller Bugs, which we dubbed "Drones": These were humanoid but had a variety of odd appendages, many of which dripped slime. They were fast, if lightly armoured and were easily dealt with.

Then we saw much larger Bugs, which our soldiers quickly called "Behemoths": They were horrific terrifying things with gigantic claws. These were also in the enemies vanguard but were much slower. They were prodded forward by more of the humanoid bugs. They shambled towards our lines, slime dripping from their huge insectoid maws. They hit with intense power, but fortunately we found them to be somewhat inaccurate and we dodged many of their attack. Still, our Spearmen were hard

The Zz'or Bug Knights use the Stormwind Cavalry statlines

The Zz'or Bug Champions use the Army Standard Bearer statline

The Zz'or Air Guards use the Drakon Rider statline

The Zz'or Bug Lord uses the Elf Lord on Drakon statline

pressed to defeat them and their handlers.

Next swept some form of gigantic Bug cavalry, which we simply named "Bug Knights." They were ridden by the humanoid Drones and were lightning fast. Every bit as tough as the "Behemoths", they hit as hard and accurately as our Knights, everything they engaged was decimated...

Smaller individual Bugs with four legs, like a twisted Centaur, were spread amongst the enemy force. We quickly dubbed them "Chitin Commanders," as they appeared to inspire the Bugs in some unknown fashion. One of them flung slime across the battlefield: It landed on a Bolt thrower and the sticky substance prevented it from firing.

Then from the flanks swept in what I can only describe as some form of nightmare gigantic four winged flying monstrosities, they were every bit as powerful as our Drakons, and just the sight of them terrified me. These were called the "Air Guard" based on how they perversely resembled the Elven Royal Guard in demeanour.

As bad as they were what came next was worse. It had six wings and was even more ferocious but far tougher, it was near impossible to pene-

trate it's hide. This "Hive Lord" appeared to command the others.

Your majesty, it was too much, and your forces were routed. The Bugs did not appear to follow far thank the Celestials, but I fear for our lives nonetheless...

Your servant, Gladurious Nafita, Commander of the doomed expedition...

The Zz'or Kingdom ("The Bugs")

All units are Elite unless otherwise noted.

Drones (Infantry)	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	6	4+	-	4+	10	10/12	60
Half-Regt. (10)	6	4+	-	4+	20	11/13	105
Regiment (20)	6	4+	-	4+	20	14/16	140

Behemoths (Large Infantry)	Sp	Me	Ra	De	At	Ne	Pts
1	6	4+	-	5+	3	-/12	40
Troop (3)	6	4+	-	5+	9	-/14	90
Regiment (6)	6	4+	-	5+	18	-/17	160

Special Rules: Shambling, Crushing Strength (1), Vanguard. This unit is not Elite

Bug Knights (Cavalry)	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	9	3+	-	5+	8	11/13	95
Regiment (10)	9	3+	-	5+	16	14/16	170

Special Rules: Crushing Strength (2)
Options:
- Banner (+15 pts)
- Musician (+10 pts)

Air Guard (Large Cavalry)	Sp	Me	Ra	De	At	Ne	Pts
1	10	3+	-	5+	3	10/12	70
Troop (3)	10	3+	-	5+	9	12/14	160
Regiment (6)	10	3+	-	5+	18	15/17	305

Special Rules: Crushing Strength (2), Fly
Options:
Troops and regiments can have:
- Banner (+15 pts)
- Musician (+10 pts)

Chitin Commander (Hero)	Sp	Me	Ra	De	At	Ne	Pts
1	6	4+	-	4+	1	10/12	30

Special Rules: Individual, Inspiring
Options:
- Mount on an insectoid steed, increasing Speed to 9 (+5 pts)

Hive Lord (Hero)	Sp	Me	Ra	De	At	Ne	Pts
1	1	3+	-	5+	5	14/16	150

- **Special Rules:** Crushing Strength (2), Fly, Inspiring

By Jason Moorman

Following the events of "Save the Cheerleader, Save Your Jobs" on Planet X-7, Corporation malcontent, Vanessa Vongraft, fled to Nexus Psi, assembled quite a loyal legion of supporters and developed a stronghold in Goat Sector 58. But what exactly are her motives? Several gangs of Rebs have tried to meet with her considering her connection from X-7, but it doesn't appear she wants to be friendly. One thing is for certain: Goat Sector 58 is home to some of the most valuable resources on the entire planet, so whether she likes it or not, Vanessa is going to have some company.

Corporation reports show that all the major factions have been scouting out Goat Sector 58, raiding it for weapons, ammo, building materials, you name it. The Strike Teams appear to be larger as time goes on. It is not uncommon for opposing Factions, or even opposing forces from the same Faction to engage each other during their missions. It's only fitting, as Goat Sector 58 was recently declared a Deadzone, and at this point — anything goes.

After many battles, and after succeeding in several, some Strike Teams can become quite infamous, and reputation in Goat Sector 58 is a big deal. So much so, that it's been rumored that Vanessa and her crew would even be willing to cut some type of deal with a group that's tough enough to control the area. Then again, maybe her father and Zlurpcor Intergalactic CEO, Mr. Vongraft, may actually be the one to make someone an offer they can't refuse.

Plague assault a human squad by Nicodemus Sandberg

We are halfway through with our group's Deadzone campaign, the Battle for Goat Sector 58. Games are played at a store called the Gaming Goat, and it's located on Route 58. It works, right?

The campaign is broken up into Intervals, each lasting two weeks. After Intervals 1 & 2, we had to tweak some of the campaign rules. After Interval 3, no tweaks were made. And last night we played Interval 4 and once again no tweaks. This is good, and tells me that our system may becoming along nicely.

The campaign system in the Deadzone rulebook is a good start but I felt some things needed to be changed to ensure our players had the most fun possible:

1) Letting people use cool stuff right away — no clearances
2) Allowing players to start small (i.e. a starter set) then increase pts as time went on (boosters and other toys)
3) Allowing you to get attached to models and not have them die so quick — change the injury table
4) Separate reputation and experience pts — spend EXP on upgrades, and Rep is more like a Dreadball team rating.
5) Connect to our existing league/club storyline in the Warpath universe — create Campaign Bonus Mission chart for additional ways to gain REP

RULES: http://zlurpcast.com/ZNL/GoatSector58.pdf

STANDINGS: http://zlurpcor.com/deadzone-campaign/

Have a look at the rules at the links above and keep up to date with the standings as well. Rosters are linked to each Strike Force name.

Here are the results from last nights game. It was Interval 4, so your Strike Force is now up to 120pts, and your Strike Team is 80pts. Per our rules, it's now 11VPs for a victory, and now you can buy Holo-Sights, Smoke Grenades, in addition to previous equipment allowed like Ammo, AP Ammo, Frag Grenades, and Medi-packs (unused Medi-packs have a house rule that lets you add +3 to Injury roll to save a death too)

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Babylon Strain (Plague) vs Razormaws (Marauders)

Razormaws (Marauders)
Mission: Steady Lads

Babylon Strain (Plague)
Mission: Head Hunt

Campaign Bonus Mission: Score 4 kills with Helfather

RESULTS: Razormaws win. Babylon Strain deny Bonus
Razormaws earn 10 REP
Babylon Strain earn 7 REP

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Divine Death (Asterians) vs
[REDACTED] (Enforcers)

[REDACTED] (Enforcers)
Mission: Assassinate

Divine Death (Asterians)
Mission: The Only Way

Campaign Bonus Mission: Classified Records

RESULTS: Divine Death wins. [REDACTED] earns Bonus
[REDACTED] earn 10 REP
Divine Death earn 18 REP

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Deadzone Wrath Mercenary by Paul Mullis

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Corporate Raiders (Rebs) vs
Nachos Bell Grande (Enforcers)

Corporate Raiders (Rebs)
Mission: Fight Another Day

Nachos Bell Grande (Enforcers)
Mission: Yankee

Campaign Bonus Mission: Bomb Squad

RESULTS: Corporate Raiders win. Nachos deny Bonus
Corporate Raiders earn 16 REP
Nachos Bell Grande earn 5 REP

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Deadzone Sergeant Howlett Mercenary by Christian Schlumpberger

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SyndiHedgeCorp Canaries (Human Alliance) vs Rebs 4 Less (Rebs)

Rebs 4 Less (Rebs)
Mission: The Good Stuff

SyndiHedgeCorp Canaries (Human Alliance)
Mission: Never Say Die

Campaign Bonus Mission: Diplomacy

RESULTS: Canaries win. Canaries deny Bonus.
Rebs 4 Less earn 2 REP
SyndiHedgeCorp Canaries earn 16 REP

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The current standings:

Reputation	Strike Force	Faction	Commander
66	Razor Maws	Marauders	Mike
50	Babylon Strain	Plague	Jon
50	Nachos Bell Grande	Enforcers	Brian
43	Divine Death	Asterian	Josh
41	[REDACTED]	Enforcers	Guy
37	Corporate Raiders	Rebs	Paul
36	SyndiHedge-Corp Canaries	Human Alliance	Anthony
27	Rebs for Less	Rebs	Dan

Mars Attacks Human Heroes by Marcel Popik

The Unlucky Heroes

By Blake Earle

The following narrative is based on a battle using scenario 2: The Front Line from the Mars Attacks rule book. Note: Mistakes were made; the heroic ability to avoid damage was overlooked.

Eva jogged along the empty street, Troy at her heels. If they could just make it to the precinct house--

There was a flash of turquoise up ahead, and she swore under her breath. She pulled the kid into the cover of a blown-out store moments before the air was filled with gunfire. From the sound of the shots hitting the wall, they were massively outnumbered. They'd walked into an entire Martian squad.

"What are we gonna do?" asked Troy.

Eva shot him a glance and held up a hand that told him to stay where he was. The situation was worse than she initially thought; they faced a force of at least fifteen Martians. They were spread out across the street like a hunting party, methodically sweeping the ruined buildings. However, the laser fire had all but ceased. She dared to peek around the brick wall where they were hiding, so she could see what had distracted them.

A lowly squirrel scurried along the tops of the ruins trying to escape. A few Martians began firing wildly as it clung to anything it could hold. Dashing to dodge the incoming lasers became too much as one Martian got a lucky shot off and blasted the top of the wall, knocking the small rodent from the top of the ruins. Another

Martian immediately pounced on it, gripped it in both hands and began viciously slamming the critter against the ground. He held the limp creature high in the air and yelled out “Ack! Ack ack!” before stealing it away.

Eva's sympathy for the thing's misfortune was cut short as yet another animal succumbed to the invader's clutches. She saw the flash of a cat dart behind a pile of bricks away from the main force of the aliens. Soon after, a shriek rang out as a Martian appeared from behind a corner and brought it's foot down, and judging by the screech, on top of the cat. The painful piercing cry continued as the Martian pulled the poor animal up by the tail, but silenced its screams by stuffing it head first into a canister.

Her fear of being captured quickly began to out-weigh that of being killed. There was no telling what sort of deranged experiments the aliens were conducting on their mother-ship, though they were no doubt horribly painful and cruel. Just then, she heard a deafening buzzing noise. She expected to see a massive swarm, however a single massive creature flew overhead.

“What the hell is that?” Troy asked as he leaned around the side of the wall to take a look for himself.

They saw a mutant bug composed of a hornet's stinger and wings, a tarantula's head and legs, and a crab's pincers and crustaceous body. Eva began thinking of the experiments again. “It must've been created by the Martians somehow,” said Eva.

It soon became obvious that though the Martians had created the monster, they were unable to control it. As it landed, two Martians reeled in terror before a claw reached forward and closed around one of them, splitting the alien in half and splattering green gooey blood. The other was gathered by eight spindly legs before two giant fangs were thrust into its shoulder. Then the huge wings began to flutter with a piercing drone as the giant bug lifted into

Mars Attacks US Army by Adam Morrow

Mars Attacks Martians led by General Tor by Leon Lynn

the air; An impossible feat given its size. And before any Martians had time to regroup, the mutant bug disappeared into the distance with its prey.

Eva and Troy turned back behind the wall, both relieved and horrified at what they had seen. “I'm glad that wasn't us,” said Troy.

Though the two Martians dispatched by the mutant bug was a turn of good luck, the aliens still held the advantage of numbers. But the scene had no doubt rattled their foe. Eva was wondering how to best approach this temporary weakness when a pungent smell filled the air. “Do you smell that?” She asked Troy.

“Smells like barbeque,” he answered as they both looked back around the side of the wall.

The next sight was no less unbelievable as the first. A roaring fire was moving over the horizon of the street. Accompanying the crackle of the flames was a painful mooing and the recognizable sound of thundering hooves. The approaching fire was none other than a stampeding herd of cows set ablaze. Some had their bodies so badly damaged by the flames their ribs were exposed. The cattle ran up the length of the street toward Troy and Eva, and as the herd passed through the line of Martians, some of them pointed and laughed at the ill-fated animals.

“We have to do something,” said Troy, “We have to move.” There was no doubt Troy and Eva were in trouble, but they needed a plan. They couldn't just run out into the open.

As the burning cows began to get closer and closer, the ground began to rumble. The vibrations were so severe that a nearby wall toppled over. Then, Eva noticed that the wall they were leaning against began to tremble too, though it was much bigger. Its foundation began to give out and before her or Troy had time to react, a cascade of bricks was coming down around them.

She became pinned beneath the pile. The weight was unbearable and she fought to will

herself to move. During her struggle, she noticed two Martians spotted what had happened and were moving on their position. Troy cried out as he began moving bricks off of his body. He was halfway out when Eva saw his body stiffen and shake as if zapped with electricity. Then his face froze into a state of shock before melting away from his skull. The rest of his flesh followed suit leaving only his skeleton, which was illuminated in a haunting green glow before bursting into ash.

Eva immediately found her strength and began fighting vigorously to free herself. The Martians were closer now. Her legs were buried too deeply to move. She looked around her for some sort of aid. In the distance, about half a block away, she saw a small squad of US Marines setting up position in sparse cover. “Fools,” she thought, “they don't stand a chance against this many Martians.”

She summoned the remaining energy she had to call out, “RUUUUU---AAAAAHHH” A searing pain shot into her side before she could finish her warning and it was turned into a scream of agony. A burning sensation began to spread across her body. Not only did her skin feel like it was on fire, but she could fell her insides being liquefied, turning them into bubbling lava. She felt herself diminishing before thinking her final thought, “At least it's over.”

The End▪

Mars Attacks Human Hero Brandi by Marcel Popik

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Undead Werewolves by Paul Mullis

Inside:

Hamfist Borin, Part V

Grobar and Bugger are waylaid by foul Abyssal Dwarves...

The Trouble at Gawick upon Tibble

A human town is caught between the Orcish hordes and the Elves defending their watchtower...

The Bloodstone of Cerillion

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